



Barcelona confirmed for EUROMAT's 2016 Gaming Summit

Brussels, 10 December 2015

EUROMAT, the European Gaming and Amusement Federation, has confirmed the [Hotel Majestic](#) in the historic centre of Barcelona as the venue for its 2nd Annual Gaming Summit on the **26th of May 2016**. Commenting on the news, EUROMAT's President Eduardo Antoja said:

"I'm really pleased to welcome Europe's land-based gaming sector to my home city of Barcelona next year. The EUROMAT Gaming Summit is the only event dedicated to our industry. It's a chance for industry peers to reflect, learn and prepare for changes in the market place or to regulation. Our programme for 2016 is rich with content and top-level speakers so we're expecting lots of registrations!"

200 delegates will get a chance to hear about the latest commercial trends, challenges and opportunities from industry leaders. For the first time the Summit programme includes a panel session of regulators including Harrie Temmink, the European Commission's lead policy official for gaming, as well as regulators from several major European markets including Carlos Hernandez Rivera from Spain and Peter Naessens from Belgium.

Other panel sessions this year include:

- What does convergence mean for the land-based gaming industry in Europe?
- Player tracking: Does it help to improve responsibility?
- Are manufacturers or operators driving the gaming machine market in Europe?

Registrations for 2016 open on the 11th of January at <http://www.euromat.org/egs2016> and the full Summit programme and speaker information can be accessed directly from the following conference webpage: <http://www.euromat.org/egs2016/programme-speakers-16>.

In 2015, the Summit took place in Amsterdam with top names such as CIRSA, JVH Gaming, Gauselmann, Löwen Entertainment and Merkur Interactive sponsoring and speaking.

For press enquiries and for any further information related to the event please contact:

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Notes to editors:

The **European Gaming and Amusement Federation (EUROMAT)** is the voice of the land-based gaming entertainment industry in Europe. A highly regulated and highly taxed industry sector accounting for more than 250,000 jobs across Europe.

The organisation was established in 1979 to represent, through its affiliated national associations, private sector operators of gaming machines and the manufacturers that supply them. Today, EUROMAT has 18 national member associations from 13 European countries, as well as two observer members from France and Hungary.

The first edition of the **EUROMAT Gaming Summit** took place in Amsterdam in May 2015, attracting representatives of the gaming industry, policy makers and media from across. The Summit is a credible forum for the land-based gaming sector to discuss major industry and commercial trends as well as regulatory developments with peers, regulators, politicians, the media and other stakeholders. Participants gain the opportunity to network, identify business opportunities and exchange knowledge and expertise.

By supporting this event, **Sponsors** will reinforce their brand through extensive marketing and networking opportunities with 200 senior level industry and policy stakeholders from across Europe.

For further information about the EUROMAT GAMING SUMMIT please visit www.euromat.org and follow EUROMAT on [LinkedIn](#) and [Twitter](#) using our hashtag **#EUROMATGS2016**.

International Media Partner of the EUROMAT Gaming Summit 2016:

